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Kcl/WE50-01		<p>(N) 0/0 Nagisa (Anniversary/Family/Dango)</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them repeat the following effect, "Look at up to 4 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p>			PPR & SP
Ksm/WE50-02		<p>(N) 0/0 Umi & Shiki (Anniversary/Summer Pockets/Time)</p> <p>AUTO - When this attacks, choose 1 of your other characters, this turn, it gets +1500 power.</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Anniversary> or <Summer Pockets> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>			PPR & SSP
Kab/WE50-03		<p>(N) 0/0 Kanade (Anniversary/Death/Student Council)</p> <p>AUTO - When this is placed on stage from hand, look at the top card of your deck, and put it on top of your deck or into your Waiting Room.</p> <p>AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>			PPR & SP









Kdb/WE50-04		<p>(N) 0/0 Sora (Anniversary/Summer/Movie)</p> <p>AUTO - When this is placed on stage from hand, look at up to 3 cards from the top of your deck, choose up to 1 Event from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability, "CONT - This cannot move to other slots."</p>		PPR	
Kka/WE50-05		<p>(N) 0/0 Nayuki (Anniversary/Winter/Sports)</p> <p>AUTO - At the start of your CX Phase, choose 1 of your <Anniversary> or <Winter> characters, until the end of your opponent's next turn, it gains the following ability, "AUTO - At the start of your opponent's Attack Phase, you may mill 1. If that card is a <Anniversary> or <Winter> character, you may move this to an empty slot in your Front Row."</p>		PPR	
Kch/WE50-06		<p>(N) 0/0 Yusa (Anniversary/Ability User/Student Council)</p> <p>CONT - This cannot side attack.</p> <p>AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.</p>		PPR	








Kka/WE50-07		<p>(N) 1/0 Ayu & Nayuki (Anniversary/Winter)</p> <p>CONT - During your turn, if you have another <Anniversary> or <Winter> character, this gets +3000 power.</p> <p>AUTO - [Send 1 of your other <Anniversary> or <Winter> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, reveal the top card of your deck. If that card is a <Anniversary> or <Winter> character, add it to hand.</p> <p><i>*Note: Has a Soul Trigger</i></p>		PPR	
Kab/WE50-08		<p>(N) 1/0 Iwasawa (Anniversary/Death/Music)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Music> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>		PPR	
Ksm/WE50-09		<p>(N) 1/0 Shiki (Anniversary/Summer Pockets/Oni)</p> <p>CONT - If you have 2 or more other <Anniversary> or <Summer Pockets> characters, this gets +1000 power.</p> <p>AUTO - {CX Combo} [Discard 1 card] When this attacks, if you have the Stocksoul CX in your CX (16) in your CX Area, you may pay cost. If you do, perform the following effect twice, "Look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary> or <Summer Pockets> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room."</p>			PPR & SSP








Kka/WE50-10		<p>(N) 2/1 Makoto (Anniversary/Winter/Animal)</p> <p>CONT - All of your other "Makoto, Warmth Searched For - Kka/W102-009" CX Combo effect mills +1 more from the bottom of your opponent's deck.</p> <p>CONT - ASSIST Level x 500.</p> <p>ACT - [Rest this] Draw 1 card, then discard 1 card.</p>		PPR	
Kka/WE50-11		<p>(N) 2/1 Ayu (Anniversary/Winter/Taiyaki)</p> <p>CONT - If you have 4 or more other <Anniversary> or <Winter> characters, this gets +6000 power.</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or more other <Anniversary> or <Winter> characters, you may draw 2 cards. If you do, discard 2 cards.</p> <p>AUTO - When this is placed on stage from hand, if you have 4 or more other <Music> characters, choose 1 <Anniversary> or <Winter> character in your Waiting Room, you may send it to Stock.</p>	 	PPR & SP	
Kab/WE50-12		<p>(N) 3/2 Yuri & Kanade (Anniversary/Death/Weapon)</p> <p>AUTO - CHANGE [Return this to hand] At the start of your CX Phase, you may pay cost. If you do, choose up to 1 character with "Kanade" or "Yuri" in its name from your hand, place it on stage in this card's former slot.</p> <p>ACT - [(2) Rest this] Deal 1 damage to your opponent.</p>		PPR	









Kib/WE50-13		<p>(N) 3/2 Rin & Komari (Anniversary/Animal/Sweets)</p> <p>AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, this gets +3500 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have "Little Busters!" (15) in your CX Area, you may deal 1 damage to your opponent.</p> <p><i>*Note: "Little Busters!" was also in the old sets LB sets, printed as a 2 Soul Trigger Red 1k1 CX, Red 2k1 Draw CX, Bar CX and Door CX. You can find the old combos here.</i></p>	 	PPR & SP
Kab/WE50-14		<p>(N) 3/2 Yui (Anniversary/Death/Music)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have "A Girl's Ultimate Happiness - AB/W31-E054" in your CX Area, and you have 2 or more other <Music> characters, you may pay cost. If you do, deal 1 damage to your opponent, mill 1, then deal X damage to your opponent. X equals the Level of the milled card +1.</p> <p><i>Note: CX is an AB exclusive and thus likely to get reprinted to make it available to the rest of Key decks. Combos with 3/2 Yui - AB/W31-028.</i></p>	 	PPR & SSP
Kib/WE50-15		(N) Choice CX	 	PPR & SSP
Ksm/WE50-16		(N) Stocksoul CX		PPR







Kdb/WE50-17		<p>(N) 0/0 Kyouko (Anniversary/Summer/Family)</p> <p>CONT - During your turn, all of your other "Kyouko Izanami, Day of Great Magic - DBG/W87-027" gets +1000 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, send the top card of your opponent's deck to Waiting Room, then choose 1 card in your opponent's Waiting Room, place it on top of their deck."</p> <p>AUTO - When this is placed on stage from hand, if you have 2 or less cards in Memory, choose 1 "Message Left Behind - DBG/W87-046" in your Waiting Room, you may send it to Memory.</p> <p>ACT - [Discard 1 card, Rest this] Choose 1 "Message Left Behind - DBG/W87-046" in your Waiting Room, add it to hand.</p>		PPR	
Ksm/WE50-18		<p>(N) 0/0 Shizuku (Anniversary/Summer Pockets/Oppai)</p> <p>CONT - ASSIST +500 - During your turn, to Level 1 or higher characters.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>		PPR	
Ksm/WE50-19		<p>(N) 1/0 Kamome (Anniversary/Summer Pockets/Pirate)</p> <p>AUTO - When this is placed on stage from hand, this turn, this gets +1500 power.</p> <p>AUTO - When this attacks, if you have a CX with a Bar Trigger in your CX Area, reveal the top card of your deck. If that card is level 1 or higher, during the Trigger Step of this attack, perform Trigger Check twice</p>		PPR	









Key/WE50-20	 <p>(N) 2/1 Mia (Anniversary/Loopers)</p> <p>AUTO - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling <Anniversary> or <Loopers> characters, this turn, it gets +2000 power.</p> <p>ACT - BACKUP +2000</p>	  <p>PPR & SP</p>
Key/WE50-21	 <p>(N) 2/1 LUNAR-Q (Anniversary/VR)</p> <p>AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "AUTO - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may send the top card of your opponent's Clock to Waiting Room. If you do, send that character to Clock."</p>	  <p>PPR & SP</p>
Kch/WE50-22	 <p>(N) 0/0 Nao & Ayumi (Anniversary/Gifted/Student Council)</p> <p>CONT - All of your other <Anniversary> or <Gifted> characters get +500 power.</p> <p>AUTO - [Discard 1 CX] When you trigger a CX, you may pay cost, If you do, look at up to 2 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.</p>	 <p>PPR</p>








Kta/WE50-23		<p>(N) 0/0 Tomoyo (Anniversary/Family)</p> <p>CONT - All of your other "Tomoyo, Destination of Chosen Path - Kcl/W78-043" gains the following ability, "AUTO - When this attacks, look at the top card of your deck, and put it on top of your deck or into your Waiting Room, and this turn, this gets +1000 power."</p> <p>AUTO - BOND [Discard 1 card] to "Tomoyo, Destination of Chosen Path - Kcl/W78-043"</p>	 	PPR & SP
Ksm/WE50-24		<p>(N) 0/0 Kamome (Anniversary/Summer Pockets/Pirate)</p> <p>ACT - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 "Summer Pockets" Kamome - SMP/W60-027" in your hand, place it on stage in this card's former slot.</p> <p>ACT - RESONATE [(1) Reveal "Summer Pockets" Kamome - SMP/W60-027" from your hand, Rest this] Look at up to 3 cards from the top of your deck, choose up to 1 <Anniversary> or <Summer Pockets> character from among them, show it to your opponent, add it to your hand, and put the rest into the Waiting Room.</p>		PPR
Kcl/WE50-25		<p>(N) 0/0 Fuuko (Anniversary/Starfish)</p> <p>AUTO - When this is sent from Stage to Waiting Room, look at up to 3 cards from the top of your deck, choose up to 1 CX from among them, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card.</p>		PPR







Klb/WE50-26		<p>(N) 1/0 Kanata & Kud (Anniversary/Chairman/Animal)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Cost 0 or lower character from your Waiting Room, place it on stage in any slot.</p> <p>AUTO - When this attacks, choose 1 of your other <Anniversary> or <Chairman> characters, this turn, it gets +1000 power.</p>		PPR	
Krw/WE50-27		<p>(N) 1/0 Shizuru (Anniversary/Judgement/Occult)</p> <p>AUTO - {CX Combo} EXPERIENCE 2 - When this attacks, if you have "At the End of the Day - RW/W48-054" in your CX Area, and the sum of Levels of cards in your Level Zone is 2 or more, look at up to 4 cards from the top of your deck, choose up to 1 <Anniversary>, <Judgement> or <Occult> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room, and this turn, this gets +1500 power.</p>		PPR	
Kkw/WE50-28		<p>(N) 2/1 Kud (Anniversary/Animal/Science)</p> <p>CONT - This cannot be targeted by your opponent's effects.</p> <p>CONT - All of your other <Science> characters get +1 Soul.</p>			PPR & SP








Kch/WE50-29		<p>(N) 3/2 Nao (Anniversary/Gifted/Student Council)</p> <p>CONT - If you have 4 or more <Anniversary> or <Gifted> characters, this gets -1 Level in hand.</p> <p>AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it,</p> <p>a) "Look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room."</p> <p>b) "You may heal 1."</p> <p>AUTO - When this attacks, if you have another <Anniversary> or <Gifted> characters, this turn, this gets +3000 power.</p>		PPR	
Key/WE50-30		<p>(N) 3/2 Shiona (Anniversary/Music)</p> <p>AUTO - When this is placed on stage from hand, until the end of your opponent's next turn, this gets +4500 power and the following ability, "CONT - During this card's battle, all players cannot play BACKUPS from hand."</p> <p>AUTO - [Discard 2 characters] When this card's battle opponent is Reversed, you may pay cost. If you do, send that character to Clock.</p>	 	PPR & SP	
Kdb/WE50-31		<p>(N) 0/0 Hina (Anniversary/Summer/God)</p> <p>CONT - You can play events without meeting color requirement.</p> <p>AUTO - When a CX is placed in your CX Area, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.</p>	 	PPR & SP	









Khb/WE50-32	 <p>(N) 0/0 Ruka & Karen (Anniversary/Seraph/31A Unit)</p> <p>CONT - All of your other "Ruka Kayamori, Emotional Soul at Dawn - HBR/W103-054" gets +1500 power and the following ability, "CONT - This cannot be targeted by your opponent's effects."</p> <p>AUTO - [Discard 1 <Anniversary> or <Seraph> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 "Ruka Kayamori, Heaven Burns Red - HBR/W103-T09" or "Ruka Kayamori, Emotional Soul at Dawn - HBR/W103-054", show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>PPR</p>	
Ksm/WE50-33	 <p>(N) 0/0 Shiroha & Nanami (Anniversary/Summer Pocket/Time)</p> <p>ACT - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 "Summer Pockets" Nanami - SMP/W60-052" from your hand, place it on stage in this card's former slot.</p> <p>ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 <Anniversary> or <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>	 <p>PPR</p>	
Ksm/WE50-34	 <p>(N) 0/0 Miki (Anniversary/Summer Pockets/Weapon)</p> <p>CONT - This cannot side attack. If all of your characters are <Anniversary> or <Summer Pockets>, this gets +2000 power.</p> <p>AUTO - At the start of your opponent's Attack Phase, if all of your characters are <Anniversary> or <Summer Pockets>, you may mill 1. If that card is a Level 2 or lower character, this turn, this gains the following ability, "AUTO - When this is Front-Attacked, you may return this to hand."</p>	 <p>PPR</p>	

<p>Khb/WE50-35</p> 	<p>(N) 0/0 Ruka (Anniversary/Seraph/31A Unit)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock.</p> <p>AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>	  <p>PRR & SP</p>
<p>Klb/WE50-36</p> 	<p>(N) 0/0 Saya & Aya (Anniversary/Weapon)</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room. If you added a card to hand, discard 1 card. X is equal to the number of your character's colors on stage.</p>	 <p>PPR</p>
<p>Ksm/WE50-37</p> 	<p>(N) 0/0 Shiroha (Anniversary/Summer Pockets/Time)</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Anniversary> or <Summer Pockets> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	  <p>PRR & SP</p>








Ksm/WE50-38		<p>(N) 0/0 Umi (Anniversary/Summer Pockets/Time)</p> <p>AUTO - When this is placed on stage from hand, if you have another <Anniversary> or <Summer Pockets> character, this turn, this gets +2000 power.</p> <p>AUTO - [Put 1 card from hand into Clock] When this is sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Anniversary> or <Summer Pockets> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.</p>		PPR	
Key/WE50-39		<p>(N) 1/0 Haizakura (Anniversary/Automata Doll)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 level 0 or lower character, place it on stage in any slot, and shuffle your deck afterwards.</p> <p>AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.</p>			PPR & SP
Ksm/WE50-40		<p>(N) 1/0 Shiroha & Umi (Anniversary/Summer Pocket/Time)</p> <p>CONT - MEMORY - During your turn, if you have a card in Memory, this gets +1500 power.</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Cost 0 or lower <Time> character in your Waiting Room, place it on stage in any slot, and at the end of the turn, send that character to Memory.</p>		PPR	












<p>Ksm/WE50-41</p> 	<p>(N) 2/1 Shiroha (Anniversary/Summer Pocket/Time)</p> <p>CONT - All of your other "Shiroha. One Summer Drop - Ksm/W102-054" gains the following ability, "AUTO - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck, and this turn, this gets +1000 power."</p> <p>CONT - ASSIST Level x 500.</p>	 <p>PPR</p>	
<p>Khb/WE50-42</p> 	<p>(N) 2/2 Megumi & Tama (Seraph/31A Unit)</p> <p>CONT - For each of your other back row <Anniversary> or <Seraph> characters, this gets +2500 power.</p>	 <p>PPR</p>	
<p>Kdb/WE50-43</p> 	<p>(N) 3/2 Hina (Anniversary/Summer/God)</p> <p>CONT - If you have 4 or more <Anniversary> or <Summer> characters, this gets -1 Level in hand.</p> <p>CONT - During your turn, for each of your opponent's back row characters, this gets +2000 power.</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock.</p>	 <p>PPR</p>	



Khb_WE50-44		<p>(N) 3/2 Yuki & Tsukasa (Anniversary/Seraph/31A Unit)</p> <p>CONT - If you have 4 or more <Anniversary> or <Seraph> characters, this gets -1 Level in hand.</p> <p>CONT - For each of your opponent's back row characters, this gets +1000 power.</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p>		PPR	
Krw_WE50-45		<p>(N) 3/2 Akane (Anniversary/Magic/Occult)</p> <p>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p> <p>AUTO - {CX Combo} When "Welcome, to My Room of Mysteries - Krw/W78-090" is placed in your CX Area, this turn, this gets +1500 power and the following ability, "AUTO - {1 Per Turn} When your trigger a card with a Soul Trigger or "Welcome, to My Room of Mysteries - Krw/W78-090", you may deal 3 damage to your opponent."</p> <p><i>Old CX combos with 1/0 Akane - Krw/W78-067.</i></p>		PPR	
Key_WE50-46		<p>(N) 0/0 Yumemi (Anniversary/Star)</p> <p>AUTO - When this attacks, choose 1 of your other <Anniversary> or <Star> characters, until the end of your opponent's next turn, it gets +1500 power and "AUTO - ENCORE [Discard 1 character]".</p>	 	PPR & SP	

<p>Krw/WE50-47</p> 	<p>(N) 0/0 Kotori (Anniversary/Plant/Occult)</p> <p>AUTO - When this is placed on stage from hand, choose 1 card from your Level Zone and 1 card from your Waiting Room, you may swap them.</p> <p>AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand.</p>	 	<p>PPR & SP</p>
<p>Kal/WE50-48</p> 	<p>(N) 0/0 Kanna (Anniversary/Winged Person)</p> <p>AUTO - Whent his attacks, if all of your characters are <Anniversary> or <Summer>, choose 1 of your characters, this turn, it gets +1000 power.</p> <p>AUTO - [(1) Put 1 <Anniversary> or <Summer> character from your Waiting Room on the bottom of your Clock, Send this to Memory] When this is Reversed, if all of your characters are <Anniversary> or <Summer>, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.</p>	 	<p>PPR & SSP</p>
<p>Ksm/WE50-49</p> 	<p>(N) 1/0 Tsumugi (Anniversary/Summer Pockets/Stuffed Animal)</p> <p>CONT - All of your other <Anniversary> or <Summer Pockets> characters get +500 power.</p> <p>CONT - MEMORY - If you have a "Picture Found in the Storage - SMP/W60-046" in your Memory, this gains "CONT - ASSIST +500."</p>		<p>PPR</p>

Krw/WE50-50		<p>(N) 1/0 Kagarin (Anniversary/Time/Key)</p> <p>CONT - This card on stage is also treated as having "Kagari" in its name.</p> <p>CONT - During your turn, if you have 2 or more other characters, this gets +3000 power.</p> <p>AUTO - [Discard 1 card] When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.</p>		PPR	
Kcl/WE50-51		<p>(N) 1/0 Girls Gathering in Spring (Anniversary)</p> <p>CONT - This card in any area gains <Book>, <Starfish>, <Play>, <Music>, <Twins>, <Student Council>, <Dango>, <Sports> and <Chairman>.</p> <p>CONT - During your turn, if you have 3 or more other characters, this gets +2000 power.</p> <p>AUTO - {CX COMBO} When this attacks, if you have the Pants CX (59) in the CX Area, and you have 3 or more other characters, mill 2, then choose up to 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>		PPR	
Kch/WE50-52		<p>(N) 1/0 Nao (Anniversary/Gifted/Student Council)</p> <p>AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Level X or lower <Anniversary> or <Gifted> character from your Waiting Room, add it to hand. X equals the number of "<u>Nao Tomori, Scene She Wanted To Shoot - Kch/W78-095</u>" in your Waiting Room.</p>		PPR & SP	

<p>Kai/WE50-53</p> 	<p>(N) 2/1 Misuzu & Yukito (Anniversary/Summer/Doll)</p> <p>CONT - ASSIST +500.</p> <p>CONT - MEMORY - If you have a {New 0/0 Kanna - 48} in your Memory, all of your other <Anniversary> or <Summer> characters gets +1500 power.</p>	 <p>PPR</p>	
<p>Kal/WE50-54</p> 	<p>(N) 2/1 Misuzu (Anniversary/Summer/Dinosaur)</p> <p>AUTO - When this attacks, if you have 2 or more other <Anniversary> or <Summer> characters, this turn, this gets +4000 power.</p> <p>AUTO - {CX Combo} When this attacks, if you have the ??? CX in your CX Area, look at up to 2 cards from the top of your deck, choose up to 2 <Anniversary> or <Summer> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.</p>	  <p>PPR & SP</p>	
<p>Ksm/WE50-55</p> 	<p>(N) 2/1 Misuzu & Yukito (Anniversary/Summer/Doll)</p> <p>CONT - ASSIST +500.</p> <p>CONT - MEMORY - If you have a {New 0/0 Kanna - 48} in your Memory, all of your other <Anniversary> or <Summer> characters gets +1500 power.</p>	 <p>PPR</p>	

Key/WE50-56		<p>(N) 3/2 Philia (Anniversary/Android)</p> <p>CONT - If you have 2 or less CXes in your Waiting Room, this gets -1 Level in hand.</p> <p>CONT - If you have 3 or more other characters, this gets +1500 power and "AUTO - ENCORE [Discard 1 <Anniversary> or <Android> character]"</p> <p>AUTO - When this is placed on stage from hand, look at up to X cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room. X equals the number of your <Anniversary> or <Android> characters.</p>			SP & PRR
Ksm/WE50-57		<p>(N) 3/2 Tsumugi & Shizuku (Anniversary/Summer Pockets/Stuffed Animal)</p> <p>AUTO - When this is placed on stage from hand, you may Heal 1.</p> <p>AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Pants CX (60) in your CX Area, and you have 2 or more other Anniversary> or <Summer Pockets> characters, you may pay cost. If you do, deal 3 damage to your opponent.</p>		PRR	
Kai/WE50-58		(N) Pants CX		RRR	
Kcl/WE50-59		(N) Pants CX		RRR	
Ksm/WE50-60		(N) Pants CX		RRR	

<div>Ksm/WE50-P02</div> <div>CX Challenge</div> <div>PR</div>		<div>(PR) 1/0 Shiroha & Umi (Anniversary/Summer Pocket/Time)</div> <div>CONT - MEMORY - During your turn, if you have a card in Memory, this gets +1500 power.</div> <div>AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, choose 1 Cost 0 or lower <Time> character in your Waiting Room, place it on stage in any slot, and at the end of the turn, send that character to Memory.</div>			
<div>Ksm/WE50-P04</div> <div>CX Challenge</div> <div>PR</div>		<div>(PR+) 2/1 Shiroha (Anniversary/Summer Pocket/Time)</div> <div>CONT - All of your other "Shiroha, One Summer Drop - Ksm/W102-054" gains the following ability, "AUTO - When this attacks, look at the top card of your deck, and put it on top or bottom of your deck, and this turn, this gets +1000 power."</div> <div>CONT - ASSIST Level x 500.</div>			